

## ABSTRACT OF THE DISCLOSURE

A method for capturing an image in a graphical user interface computing environment including positioning (220) an image viewfinder about an image displayed in the graphical user interface computing environment, an aspect ratio of the image viewfinder corresponding to an aspect ratio of a device to which image information obtained from the graphical interface computing environment will be sent, capturing (240) the image having an aspect ratio corresponding to the aspect ratio of the recipient device. In some embodiments, a sliding tile puzzle game is created from image tiles formed from the captured image. The captured image is transmitted (260) to the recipient device.